Instruction Booklet

This manual assumes you are playing on a original Nintendo Entertainment System. The contents in this manual may not apply to PC or other systems

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Thanks for selecting the Mischief Castle Game Pak for your NES.
Please read this instruction booklet thoroughly and save this booklet for future reference

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Story Summary

Halloween is in jeopardy. The Phantom has stolen all of the candy throughout the land and has locked it away in Mischief Castle.

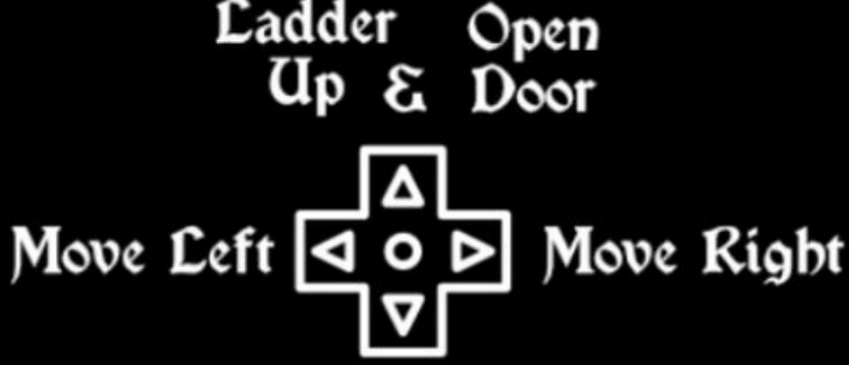
Our Heroes Skeleo and Jackolie must enter the treacherous castle, take back the stolen candy and save Halloween. However our heroes must be cautious, a labyrinth with many monsters, and traps await them inside...

The Heroes

Player 1: Skeleo
Ability: Lightning

Player 2: Jackolie
Ability: Fire

CONTROLS



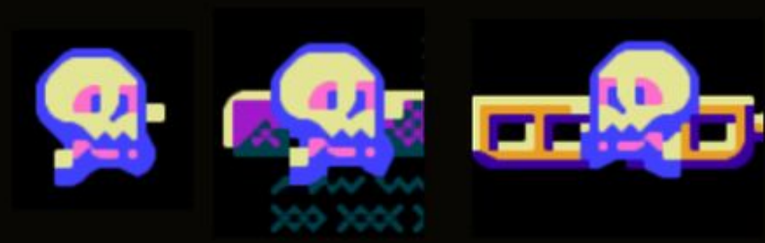
When Paused, Hold (A) + (B) + (Select), then press (Start) to Reset Screen

[Pause] + [Select] = Save/Quit (see page. 18)

[A] + [Select] = Resurrect (see page. 17)

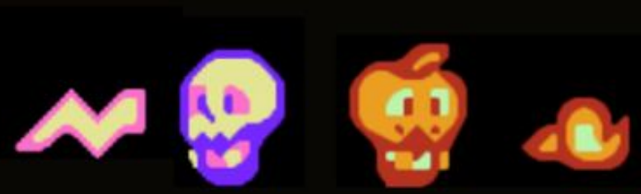
JUMP:

Pressing [A] button performs a jump. The jump height can be controlled by how long [A] is held. The player can jump through some platforms.



ATTACK:

Pressing [B] shoots a magic attack in the direction that the player is facing. The attack will travel a farther distant if the player has more power in the power meter(see page.13)



CLIMB:

Pressing [▲] or [▼] on the D-pad, while the player is in front of a ladder will perform a climb.

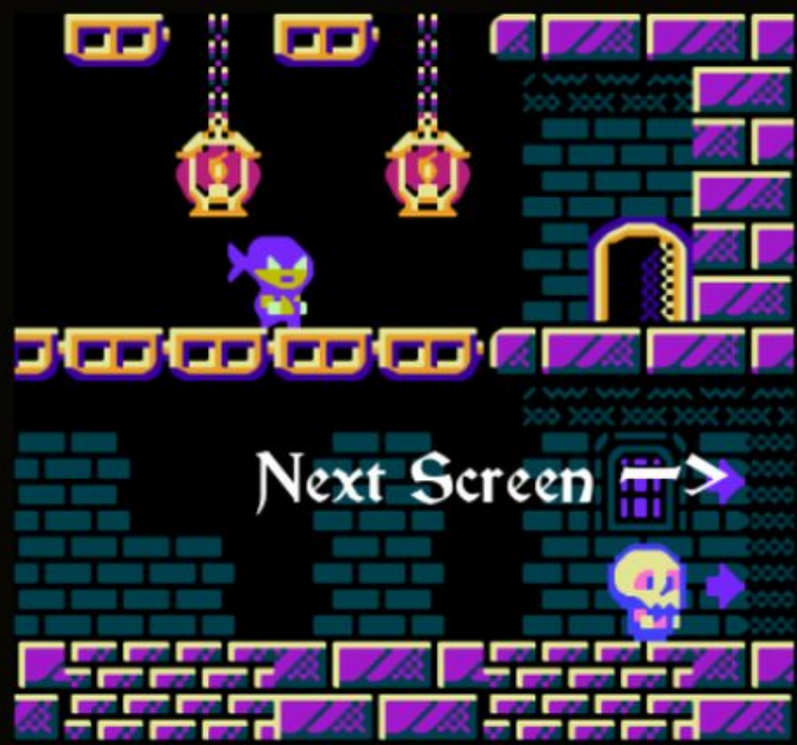
[▲] = ascend, [▼] = descend.

OPENING DOORS:

Pressing [▲] while in front of an open door will allow the player to proceed through into the next screen.

Locked doors require that the player has a key in inventory first, before proceeding.

Closed doors are one way only and are sealed shut. The player cannot go through.



OFF-SCREEN:

The player can proceed to the next screen by walking past the boundary of the current screen. If there is a gap there might be a way through.

Items

CANDY:

Comes in a variety of shapes and flavors. Each one adds to candy score. The more the merrier.

Candy

POWER-UP:

Increases attack range. However getting hit by enemies decreases power

Power-up

HEART:

Increases health by one

Heart

KEY:

Collect keys to open locked doors.

Key

BOSS KEY:

Collect these all of theses keys to open the door to the Tower where the Phantom resides.

Boss Key

1-UP SKULL:

Increases maximum health by one. Five in total, hidden throughout the castle.

1-up Skull

LANTERN:

Breaking lanterns might reveal a hidden heart, or power up.

Lantern

SWITCH:

Simply touch to activate. Activating a switch will reveal the hidden key

Switch

Secret Halloween Treasure

Crystal Ball

Spell Book

Magic Wand

Jack-O'-Lantern

Calavera

There are five in total that are hidden throughout the castle. Each treasure collected is equivalent to 40 candies. Collect them all to enhance your magic power.

Hint: look for secret entrances, a gap in a wall might be a hidden door

How to Play

The Phantom resides in the Tower. The entrance to the tower remains locked until all torches are lit.

Light the torches by and defeating each boss and collecting the boss key.

Each area of the castle is accessed by a large numbered door in the main hall.

Once the player enters one of these door they cannot return until the area is completed.

The goal of each area is to navigate the maze, collect as much candy as possible, and defeat the boss monster at the end.

Getting Hurt:

If the player is attacked by an enemy they will enter a temporary stunned state and will lose a health point.

Knock-Back:

occurs when the player is in a stunned state.
When the player is hit they will be knock backwards.

Controlling Knock-Back:

Pressing [◂] or [▸] on the D-pad, will control which direction the player is knocked back.

Continues:

If the player loses all health points, they will restart from the last checkpoint, but will lose one of their continues

Game Over:

Losing all continues will result in a game over and the game will restart.

Status Bar

The Status Bar:

Displays information regarding the players current status including: health, remaining continues, amount of candy collected, the amount of magic power the player has, whether or not the player has a key and if a secret treasure was collected.

In Two player mode the status bar will display Player-2's health as well. Both players share the magic power meter. The amount of power on the meter will affect both players. Either player getting hurt or collecting a power up will affect the power meter.

Health is not shared between players, but players can use one of there own lives to resurrect the other player(see page.17).

Player-1 Health

Candies collected

Keys Collected

Player-2 Health

Continues Remaining

Have Secret Treasure

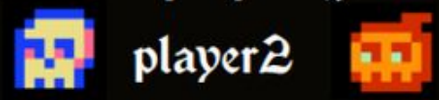
Magic Power Meter

Menu

1-PLAYER: Starts new single player game

Press [Select] to change Character

2-PLAYER: Starts new two player game

player1  player2

CONTINUE-1P: Continues saved game in single player Press [Select] to change Character

CONTINUE-2P: Continues saved game in two player mode

player1 player2

CREDITS: Show Credits Screen.

Two Player

Mischief Castle can be played with Two players simultaneously.

How to enable two players:

Selecting 2-player option on the menu screen. Starts new two player game

Selecting Continue-2p option on the menu screen. Starts a previously saved game with two players.

Lives can be shared to resurrect players (only works in two player mode)

If either player has lost all lives, they can be resurrected by holding the [A] and pressing the [select] button on the controller. This will take a life from the remaining player as long as they have extra lives to spare.

If both players lose all lives, they will be
sent back to the last continue

Saving

Mischief Castle has an auto-save feature that saves your progress after each area is completed.

You can power off your game, restart and continue after the last area you completed.

Caution, there are no save slots, so previous saves are over written.

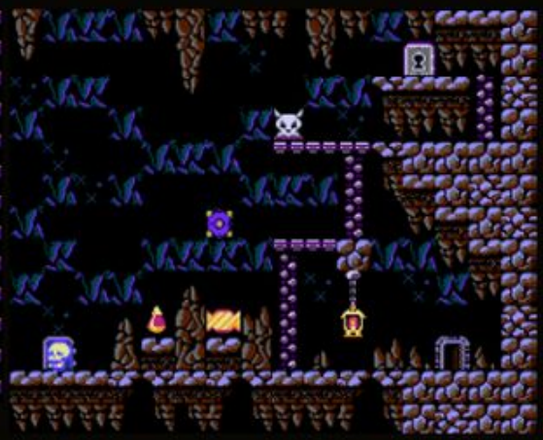
When in a level that has already been completed, pressing [select] when the game is paused will quit the level and save.

Castle Main Areas

Grounds

Difficulty: ★★

Caves



Difficulty: ★★★

Garden

Difficulty: ★★★★

Dungeon

Difficulty: ★★★★★

Complete each area to unlock the final area
The Tower

Enemies

Bandit

Leaping Python

Whispie

Phantom Magic

Enemy Spawner

Flipping Python

Batarat

Goober

SpikeBall

Vile Eye

Barrier

Gooie

Specter

Magic Trap

Flippi

Fire Daisy

Bosses

Guard Dog

(not actual dog)

Blockhead

Fatabat

Repugnant

Lumpwad

?

Phantom

Credits

Story, Art, Design, Music and Programming
by: Luis Uribe
Made with NESMaker

KN56K
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Special Thanks to:
Adrian, Marco, Ashley, Andrea

Dedicated to:
Elena & Rosendo

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